



BATTLE



BUGS





BATTLE



BUGS



SIERRA[®]

Contents

Welcome to Battle Bugs™

Getting Started

Game Play

Initiated Screen

Campaign Screen

The Battle Screen

The Briefing

Battle Display

Seeing Commands

Tutorial

General vs. General mode

Reference

Bug Bonuses

Quick Reference

Debriefs

Tactics

Field

Strategy hints

Customer Service

Credits

Index

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22



Welcome to Battle Bug®

You may think they're funny, but don't you dare underestimate them! That they play games with you. That they're long-legged pockpots will jump you and kick your pants out! That they can wait just long enough to ambush you—after he drops bombs on you he will sting you until you die. It's nothing personal—it's just their nature. It's what they do.

Meet the Battle Bugs: professional insect soldiers who are tough, skilled, brave, and completely disciplined. They will follow your orders without hesitation, and fight to the death. But so will the enemy bugs—initiate an attack, and the enemy will annihilate all of you without remorse.

As a Battle Bug® general, you face a campaign of 30 battles that progress from simple local Campaigns to hard, sprawling conflicts such as Global Storm. While every battle is winnable, few are easy. There are 33 types of Battle Bug, and the number, type, and deployment of each is different for each battle. When the numbers are against you (and they usually will be), you will need to use tactics, mobility, formations, timing, and special weapons and tactics in your strategy to achieve the mission objective. Sometimes the objective is to capture food, such as Mega Taffeloni Biscuits™. Sometimes, it's to beat the game clock. Sometimes, the only goal is to survive.

The game records your solo campaign victories automatically, and lets you save additional campaigns at any point. With continued success, you will gather a thousand of gleaming medals from Queen Elizabeth to GENERAL VS. GENERAL mode, you can face all with a friend or any betfriend, and set "orders of war" to balance the odds.

However you choose to play Battle Bugs, get ready for hours of intense strategy game play. The gun-tink battlefields and cartoon characters are for fun, but the challenge is for real—don't you dare underestimate it.



GETTING STARTED

Using This Manual

This file contains you get started out of *Rattle Bugs* quickly. **Getting Started** shows you how to install and play the game.

- **Game Play** provides instructions for the Environment and Campaign screens, Mouse/TV Battle Screen, Control Panel and Command Menu, and ends with a simple Tutorial.
- **Reference** lists items like army of bug, weapons, terrain, and food types, and offers strategy hints.
- **Technical Help** offers troubleshooting, hardware configuration, and customer service information.
- **On-Line Help** is available from the TV in the Battle screen. (For details, see Page 15.)
- **README**: Any changes made to *Rattle Bugs* after the manual was printed will be outlined in the README file. To view the file, simply change to the drive and directory where the game is installed (see **README**) and press [Enter].

Controls

Note: On a three-button mouse, clicking the middle button is the same as pressing [Shift].

All you need to get started in *Rattle Bugs* is a mouse and the know-how to use it. Use the mouse to control the pointer (or "cursor") on the screen and click on buttons, signs, arrows, switches, and objects; select them or perform an action. For most commands, just point to the item and click the left mouse button once, or "click." A few actions require you to "drag" the mouse (hold the left button down while moving the mouse) or use the right mouse button "right-click." Many commands also have keyboard shortcuts. Keys are shown in brackets. [Enter], [F1], [Ctrl]-[C] are examples.



System Requirements

To run Battle Scape, you will need the following minimum software and hardware:

- An IBM PC compatible computer without 32MB or faster processor and at least 2 MB of random access memory (RAM)
- Microsoft® MS-DOS® version 5.0 or above
- Expanded memory manager (EMM86) (included with Microsoft® MS-DOS® 5.0 and above, DEMM 386™ or equivalent)
- A hard disk: Battle Scape takes about 5 megabytes (MB) of space in your hard drive. If your system uses some type of disk compression utility such as Stacker™, you will need approximately double the indicated hard drive space (since the game files will not compress as much as your compression software will indicate).
- A VGA graphics card and VGA color monitor
- A Microsoft compatible mouse
- A 1.44 MB 3.5" floppy drive

Recommended

- Sound Blaster® or 100% compatible sound card
- SmartDrive disk caching software (included with Microsoft MS-DOS 6 and Windows™ 3.1)
- An SVGA graphics card and SVGA color monitor with VGA drive

Memory Requirements

Even if your system meets the minimum 2MB, Battle Scape may not run correctly unless the RAM is configured (set up) correctly for the game. You will need at least 5MB of bytes (2MB free conventional memory for 800x600 graphics (177K for 640x480) and 256 KB free expanded memory (EMS) for the digitized sound effects. To configure expanded memory, you will need a memory manager such as EMM386 or XEMS386 by Quantum.



If Battle Bugs **DON'T** run correctly, use the **MS-DOS** command to see if you need to free up some of your computer's memory. From your MS-DOS prompt, type **MEM** and press [Enter]. "largest executable program size" is your free conventional memory. "bytes free (MS)" is your expanded memory. If you do not have enough memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs.

The simplest way to set up your system's memory correctly is to use the **INSTALL** program to create a "boot disk."

Note: If your system opens Windows onstart-up, exit to MS-DOS before installing or running Battle Bugs.

Important Note: To run or install Battle Bugs, do not use drives with "copy" protection. All gamefiles are compressed to save disk space, and without runtimes decompressed by the INSTALL program. If you have trouble running the installation program, call (see the **REQUIREMENTS** file on Disk 1 for phone/fax or e-mail installation).

Installing Battle Bugs

The Battle Bugs INSTALL software automatically optimizes the game settings according to your computer's speed, graphics, sound board, and input devices. You can use INSTALL to specify the game's default location on the hard drive, change preferences, and make a boot disk.

Use the following sources that you are using floppy drive **A:** and hard drive **C:**. If not, please substitute

1. After booting your machine, insert the Battle Bugs Disk #1 into drive **A:**.
2. Type the location of drive letter and press [Enter].
3. Type **INSTALL** [Enter].
4. Follow the on-screen instructions.



Changing System Preferences

After installation, you can change the sound device or display mode the game will use. Follow these steps:

1. Change to the desktop environment you want to use.
2. In the BUGS directory, type **BUGS/CFG/Setup.exe**.
3. From the Battle-Bugs Configuration Selector menu, select the appropriate "Change" option, and select the new device or mode.
4. When ready, select "Save Current Configuration and Quit" and follow the on-screen instructions.

Running Battle Bugs

1. Change to the desktop environment you want to use.
2. To run the game, type **BUGS** and press [Enter]. To move past the intro screen, click the mouse or press [Enter] or [Space].

Copy Protection

When you start Battle Bugs, you come face-to-face with two quirky chiseled-beard characters. You will be asked to enter the symbols on a given page number in this manual. Turn to that page, click on the correct symbols in sequence, and then click [OK]. If you click the wrong symbol, use BACK SP to remove it and then re-enter the correct symbol. You won't see much to be concerned—once entered, the symbols stay entered.





GAME PLAY

Enlistment Screen

Click your General's Duty Sign and then click on ENLIST to select a play mode in the Enlistment screen.

The default mode is GENERAL VS. COMPUTER which lets you play a solo campaign. With this option, you take control of computer-controlled enemy forces in a series of battles for specified objectives (over the long game scenario). Select as a new general or select an existing general to go to the Campaign screen.

If you want to play in two-player mode, click on GENERAL VS. GENERAL on the chalkboard. This option lets you play head-to-head with a human opponent controlling the enemy forces. You will then go to the Campaign screen and choose a battle.

Enlist

When you choose a campaign in the Enlistment screen, click ENLIST and you will be prompted to type in your new general's name. When the name is typed correctly, click on OK or press (Enter) and the name will be recorded on the Duty Poster. Battles won by your general are automatically awarded a campaign.



Retire

To retire a general, click the retire button (bottom left) on the general's portrait. If you click RETIRE, you will be prompted to select the general on the Duty Roster to retire. Simply click on the general's name on the Duty Roster, and the name will be removed along with all of his named games.

Note: You may want to do so periodically on the Duty Roster. After that, you will need to select an existing general before retiring a new one.

Exit

To exit Battle Supply, click the Exit button (bottom right). If you click the Exit sign when prompted "Quit Battle Supply?" click OK. After you will go directly to DCS.

Campaign Screen

In a single scenario if a player introduced a general (for GENERAL VS COMPUTER mode) you choose a specific battle in the Campaign screen.

In GENERAL VS COMPUTER mode, you fight a solo campaign. The battles grow progressively more difficult. While you may go back to any battle you have won or saved previously, you cannot skip a battle until you have won a (at least) three times. Battles you have skipped are shown locked until you win them.

In GENERAL VS GENERAL (two-player) mode, there are no campaigns; each battle is separate. This allows you and your human opponent to select a battlefield to contest your skills. See "Choose Battle" on the next page.



Begin Campaign

This is when you start with a new general. Click **BEGIN CAMPAIGN** to go to the landing for Boot Camp 1: Old Simple. This is the first battle in each new campaign.

Continue Campaign

Your general victories win, speed automatically. If your selected general has already won at least one battle, you will have at least one campaign map opened that you can continue. Click **CONTINUE CAMPAIGN** to begin the next battle in the campaign.

Resume Saved Campaign

You may save, halt, or complete the each general diary page—even in the thick of battle. If you have saved at least one campaign map, you can stop and resume the campaign at that point. Click **RESUME SAVED CAMPAIGN**, select the saved campaign from the list, and click OK. You will re-enter the campaign at the saved point if you had saved.

Choose Battle

The map shows any battle that you have already won or skipped in a solo campaign. To replay a battle, click **CHOOSE BATTLE**, select a battle from the Battle Record and click OK, and you will begin that battle from the initial landing.

For **GENERAL VS GENERAL** (two-player mode), you click **CHOOSE BATTLE** to select a battle in which you and your human opponent. You may choose any battle already won or skipped by anyone on the Duty Roster. When the Battle Record opens, simply click on the battle you want, and you and your opponent will go to the Battle Screen.



Review Decorations

Click this option to see the decorations awarded to the current general by Super Battles. When completed, across the top screen, your thank will go back home to Italy followed.

Save Campaign

You save campaigns from the Battle Screen via Channel 3-Save Campaign option on the [F8] key.) You'll pop out of the Battle Screen to the Campaign screen, and then be prompted to name your saved campaign. Type a campaign name into the text box and click OK to save it. You will then return to the Battle.

To delete an existing campaign, click on the campaign name from the list and then click DELETE. When prompted to "Delete the campaign," click OK.

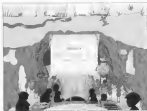
Enlistment Office

To return to the Enlistment screen to select a different general or player mode, click ENLISTMENT OFFICE.

Quit

To end Super Battles from the Campaign screen, click the EXIT sign. When prompted "Quit Super Battles?" click OK, and you will go directly to DOS.





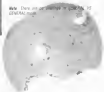
The Battle Screen

The Briefing

During a campaign, to conduct a campaign, you will proceed to the briefing for the next battle. Listen carefully as the war conditions and special force objectives of the battle are explained in the slide show. In many cases, defending or attacking specific objectives is a greater priority than eliminating the enemy.

If you resume a saved campaign, you will re-enter the battle at the position you saved.

Note: There are no penalties for quitting. You will not lose any points.



Battle Display

This is where all the action takes place. At the top, you see the actual battlefield where you will survey and command your troops. The action pauses until you click it with the Stopwatch or the Control Panel below. Other items on the Panel include the Command TV, Status Display, Bomb Detector button, and Exit sign.

Note: The [F5] key lets you switch between accelerated and backward graphics (if your system supports both).

Once you start the clock, the strategy will move to capture the objectives or annihilate your troops. To have your strategy ready, if you lose the battle, you can RESUME BATTLE right away, or DISPECT the battlefield to analyze the defeat level. If you lose the battle three times, you will get the option to go FORWARD to the next battle.

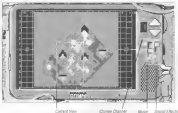
To move around on large battlefields, hold the right mouse button down and drag the cursor in the direction you want to go. This is very sophisticated for a game this simple. You can also use your arrow keys.



Command TV

Changing Channels Click on the Up and Down arrows to change the TV channel (Ch). You can also use the number keys (11, 12, 13, 14, and 15) to go directly to the corresponding channel.

Music/Sound Click the "mute" or "speaker" switch below the screen to switch Music and Sound effects on/off. You can also switch Music on/off with the (M) key, or switch Sound Effect on/off with the (S) key.



Channel 1—Battlefield Map: Overhead view of the battlefield. The green box will show the area currently deployed. Drag the box to click on the map or scroll it to change the view. Submerged dots indicate enemy units. Blinking green dots indicate your allies.

Channel 2—Flag and Info: Describes the selected flag or food item's attributes, including walk and jump height speed (if walking is selected). CH2 shows local programming.

Channel 3—Game Options: These include SAVE CAMPAIGN, LOAD CAMPAIGN, RESTART BATTLE, and a NEW BATTLE. It will be in the EQUIPMENT OFFICE. Click on the appropriate sign post for the action you want. You can also use these keyboard shortcuts: RESTART BATTLE [Backspace], LOAD CAMPAIGN [F2], SAVE CAMPAIGN [F3], REPLAY PREVIOUS BATTLE [F4].

Channel 4—Local programming

Channel 5—Help channel: Click on the yellow arrow to see help screens for the Command Menu, Bombing Menu, Gopher, Status Display, and Keyboard Shortcuts. You can also find directly to the last Help screen displayed by pressing [F1].

Stopwatch

inGENERAL VS. COMPUTER (solo campaign) mode: The watch shows battle time remaining. Click on the switch to pause or unpaue time while you strategize. (You can also pause time by pressing one of your flags or pressing the [P] key.) You must achieve victory before the allotted time runs out, or you lose.

inGENERAL VS. GENERAL (two player) mode: The stopwatch works quite differently. It tracks orders time separately for both the generals. Only when your orders time is running can you get in change orders, or shoot a unit and view its status; click the push button for "Us" and not for "Them." The pause key for "Us" is [F4], for "Them" is [F5]. (See the "General vs. General" section, page 24, for more.)

Note: Click on highlighted sign post will see a marker where the result. You can then pass or change in orders, see its status signs on the Status Display, and see its description on Channel 2.



Life (Energy/Jumping to ground, walk or crawl and fight without losing energy. All bugs regenerate **Life** when standing still.

Life (Commander bugs give nearby troops enhanced **Attack** and **Defense** strengths).

Life (Attack strength measures the relative power of the bug's attack. **Defense** strength is the armor a defender's takes 20% of attack 70% of defense).

Status Display

The top of the display shows the currently selected bug's vital statistics. The green bar shows **Life** (losses remaining). After the **Life** bar turns completely red, the bug dies and disappears. Injured bugs can heal, but it takes time.

The yellow bar shows remaining energy for bugs that walk or jump or perform other special tasks. When the **Energy** bar turns completely red, the bug can no longer fly or jump (but can still walk and fight). Displayed below the energy bar is the bug's **Attack** (A) and **Defense** (D) strengths, plus any 3-point bonus from a nearby commander bug. If the **Attack** and **Defense** are displayed, the bug is within the capture region for some place of food.

For both sides, the **Battle Status** side with button shows the current number of units being added, the number of points for captured food resources, and the percentage of units left. If there is a dash under the points, that only survives only by destroying the enemy. When one side is the other is about to destroy the battle ends. The lower left panel displays one of the individual fights going on in the battle—click on that panel to see a full fight in view on the battle screen.



Bomb Detector

Press **ENTER** to view a panel (C) (Shift) to view which bugs are packing bombs, rockets, charges, or other ordnance. (Click on a specific bug's bomb pouch to see the exact weapons inventory.)

Exit

To exit Battle Bugs from the battle screen, press the **ESC** key. When prompted, "Quit Battle Bugs?" click **OK** and you will go directly to DOS. You can also use the **[Only-OK]** or **[Exit]** key.

Giving Commands

To select one fly or a group of the Battle Screen, click the fly icon on the bar that the warble over it, then right-click the Command Menu. To command a fly, hold down the [Alt] key which lets to select each bug in sequence. Different bugs will have different commands available depending on whether they can jump or fly or are equipped with bombs. (Unavailable commands are gray.) See "Group Commands" page 18, as to how to select and command groups of insects.

As you move the mouse cursor over the command menu, notice the orange highlight indicating the current selection. Whenever a bug you want is highlighted, click. You can give commands by selecting the bug, dragging the cursor to the command you want, and then selecting the mouse button. To cancel orders in progress, press [Space]. Once orders are given, you must first select the bug to change or stop the order.

Movement Commands

In *Island Invasion*, there are 1 Ground movement commands, 2 airfly with wings, all but 1. All but bugs can also jump or fly through the air as long as they have energy. When movement commands will be carried out by an fly, they are shown with yellow arrows on the Command menu. Energy consumption by jumpers each time makes two energy to make two high, each jump, then one fly each jump.



Note: You cannot give commands to enemy bugs, but you can still select them and view their status displays.

Note: Ground commands have orange arrows. Aerial commands have yellow arrows. Group commands have green arrows.

Note: Bugs without wings can only jump once per game. Give them in stages, if necessary.



For aerial units, the Switch Aerial Mode command (orange and yellow arrow) lets you specify ground or aerial movement for the selected bug. By default, flying or jumping bugs will move by air. You can make them walk to save their energy or avoid attacks by skyrockets.



The Go to B command tells the bug to take the most direct path it can to the point you click on next. You can only send it to places it can figure out how to reach on its own (shown by an X on our screen). Jumping or flying bugs will travel airborne (yellow arrow), unless you direct them to walk (orange arrow), or they do so on their own.



Note: The most direct path isn't always the fastest or safest.



The Go to Bug command tells the bug to take the most direct path it can to the bug you click on next, and attack it if it is an enemy.



The Custom Path command lets you design a custom path for the bug to follow. When you reach the end point of the path, left-click to end it. For some units, you may right-click at points along the path to have the unit perform an action there (like other land bugs), jump or land (jumped), or switch to Aerial Mode (if it's a flying bug).



The Move and Mate (redman) icon lets you tell one bug to go to another bug (or to another location) for a direct battle. Use the Go to Bug command to move the transport (pick up a passenger). At the destination, select the transport and use the Drop or Mate (green) command to drop off the passenger. If the passenger does not unload automatically, it is a transport bug or is killed, so is any current passenger.

Bombing Commands

Bugs carrying bombs, rocks, chess, or other weapons have a Bomb command (pouch). (The Bomb Detector button identifies everyone on the battlefield who is carrying bombs.) Only pillbugs and ants can throw bombs. While any tier except the wall may have bombs, it must be airborne to drop them.

To throw a bomb, select the bug and point to its bombing sub-menu to select the bomb. You will see a gauge around the bug showing its throwing range. Click where you want the bomb to fall. For rocks and alphas/betas, you select a specific bug to target. Resist the urge to trigger the throw.



Note: Bombs can hurt your troops too—aim them carefully.

To drop a bomb, select the bug, point to the bomb pouch to open the bomb sub-menu, and click on a bomb. This opens the actual bomb menu. On the menu, drag on the gaugedots. Click the cursor on the enemy bug you want to bomb. Then select if you want the bug to return to its starting point after the bomb run (click Home) or another spot (Click Go to X) and then the spot.



The Clock Bug alone has "built-in" bomb capability. Once enough energy is used to launch the temporary equivalent of a heavy bomb, and the unit is killed,



Abstract The purpose of this study was to determine the effect of a 12-week, low-intensity, supervised exercise program on the physical and psychological health of sedentary, middle-aged, obese women. The study was a randomized, controlled trial. The subjects were randomly assigned to either an exercise group or a control group. The exercise group performed a 12-week, low-intensity, supervised exercise program. The control group did not exercise. The subjects were assessed at baseline and at 12 weeks. The exercise group showed significant improvements in physical and psychological health compared to the control group. The exercise group showed significant improvements in body mass index, waist circumference, and blood pressure. The exercise group also showed significant improvements in self-esteem, body image, and quality of life. The control group showed no significant changes in any of the variables measured. The results of this study suggest that a 12-week, low-intensity, supervised exercise program can improve the physical and psychological health of sedentary, middle-aged, obese women.

Downloaded from <http://www.jstor.org/stable/2346242> by Stanford Univ on Tue, 20 May 2014 12:02:00 PM



The Attack mode command (constraints) lets you switch between attacking any enemy flag you run into, or attacking a specific flag only (the default mode).



The **Adjust Defensive Partners** command (circle) commands the selected unit to attack the first enemy Palomares within a specified circle. Move the mouse to adjust the (circle) size. Defensive range is 1000 to cover the area you want defended.



References

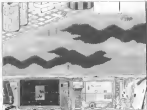
Fig. 2.1. Right-clicking a group and command menu shows that it affects the defensive posture. To give a group command, first select the group by dragging a selection box around the group in the battle screen. Then click on a particular bug in the group to give the command. Notice that the command menu shows the group for group commands. For movement commands, the group must be able to meet at the destination in the same formation they are in when you select them. Unless every group member has a valid destination, the command will not take effect.

Tutorial

To take the control tutorial, first prepare for your tutorial as described in the preceding chapter with the CampaignScreens actions. In GENERAL, VS. COMPUTER mode, select OBJECT all units a general. When the general's name appears in the Router, select it and click **SELECT A CAMPAGN**. This will start the first battle: **Boot Camp 1: Out Simple**. The briefing will begin immediately.

When the Battle Screen opens, you will see your troops—the big green ants. You will see the enemy unit as the bunnies and dot on the TV's CH 1 Battle Map. You can move the battlefield by holding down the right mouse button and dragging the cursor where you want the view to go. You can also drag the green outline on the battle map. By default, your only click on the TV channel buttons is to look at the channels and help screens.

The mission is simple: have your big ants load up the big enemy ant. Click on one of your ants and select the **Go to Bug** command. When the bughead appears on the tip of your cursor, move the cursor to the enemy ant. When you see the orange "target designator" box around the enemy ant, click. Now when you click the screen, your ant will take the most direct route to the bunnies in the enemy ant's back. Repeat for your other ants—if they effectively double-team the enemy, they will both survive.



Click the stopwatch to start the time running. Your ants will march over to the enemy and start pounding on him. While the ants are fighting, click on each ant to see how they are holding up, as shown in the status display. A two-to-one ratio, the enemy should not last long.

At the end of the battle, click INSPECT to inspect your victorious battlefield. This lets you see the condition of the surviving ants, helps in analyzing a defeat and getting ideas for new tactics. For example, notice the foot ant's attack took damage but the other is unscathed. If you like, you can tune to TV C&D and select RESTART BATTLE. This lets you try other approaches, for example, try drawing a custom path for your ant that helps them walk faster and attack sooner—being a vital in many battles. When ready, click CHALLENGE to proceed.

Each of the Road Camp battles demonstrates a particular tactic or weapon. Replay them, trying every alternative you can think of to increase your victory margin. Be assured that in later battles, you will need every possible advantage you can get. If you lose a battle three times, you will get the option to go forward to the next battle.

General vs. General Mode

In two-player mode, the Control Panel (shown) marks "orders time" separately for both the "us" (green) and "them" (red) generals. Both players have choices to give in the orders. Once the battle starts, you can give reinforcements or take units and view its status only when your orders time is running. If you run out of orders time, you can't give or move orders for the rest of the battle, and must rely on your troops' instincts for victory. If both players run out of time, the battle is declared a draw.



When you start a battle, you will have a chance to set the victory conditions for each player. The choices are: "Totality" (only your units on the side for different players or forces), "Click on the screen" (all units on the screen), "agreed on amount of orders time for each player".

Both sides may then give their initial orders, with "us" forces going first (if you're red). Then the action starts—in pause the action and give orders. • click on the green or red button as appropriate for your side. While you are giving commands or viewing troop status, your previous orders time is running—and click on your button to give your order as soon as you are done. Only one general can give orders at a time so don't hog the mouse.



REFERENCE

Bug Dossiers



Ant: The preordained underdog and can throw bombs far faster than the pillbug.
Attack: 8 / Defend: 3



Armored Pig: This middle bug can take an attack through defense penalties and deliver one powerful blow.
Attack: 2 / Defend: 6



Beet: The best is a strong fighter with superior range and makes an excellent long range bomber.
Attack: 15 / Defend: 4



Cockroach: A very strong defender, the cockroach is also a dramatic person and barrel of a gun.
Attack: 8 / Defend: 7



Commander: A very strong leader, great attack and defense bonus. A middle bug with big commanding radius.
Attack: 6 / Defend: 5



Flying Beetle: Of the bugs that can cross water the flying beetle is by far the best fighter.
Attack: 15 / Defend: 6



Flea: A fast walker who can make short jumps. The flea is a weak fighter.
Attack: 4 / Defend: 7



Grasshopper: The grasshopper is a very powerful jumper with a moderately powerful attack, but is a very weak defender.
Attack: 8 / Defend: 1



Jumping Spider: A water-pump/50/2 level 40 defender, more like the grasshopper and the fastest walker of all.
Attack: 8 / Defend: 4



Lightning Bug: A moderately good fighter, the lightning bug is a stronger but than the mosquito, but weaker than the bee.
Attack: 10 / Defend: 3



Mosquito: The mosquito gets its real injured bugs but needs energy to do it. Mosquitoes don't fight at all.
Attack: 0 / Defend: 0



Mosquito: The mosquito is the fastest, fiercest, and has a strong bite, but is a weak defender.
Attack: 10 / Defend: 2



Moth: The moth can usually transport one other bug (except for the mosquito beetle and other insects) to safety. It carries 10 bugs.
Attack: 2 / Defend: 1



Pill Bug: Pill bugs can throw bombs (though not as far as ants). They are tough defenders, and are immune to explosives.
Attack: 7 / Defend: 7



Praying Mantis: This bug has a moderately powerful attack, and can over whelm any bug except a mosquito beetle. It takes 10 bugs.
Attack: 10 / Defend: 5



Silverback Beetle: The silverback beetle is the fastest beetle of all the three beetles, with all the same speed, regardless of terrain.
Attack: 10 / Defend: 7



Soldier Bug: This bug can shoot or fly, but can carry only one at a time. It is the only unit that can transport them better than flies.
Attack: 4 / Defend: 2



Spider Bug: This bug is the only unit that can attack multiple bugs simultaneously. It is most effective against a crowd of enemies equipped with armor.
Attack: 14 / Defend: 4



Fleck Bug: As long as it has energy, this bug can transform configurations. It is immune to other bugs' turns, and turns into a (cheap) shell when alive.
Attack: 4 / Defend: 2



Wasp: The wasp is the most powerful fighter of all the bugs.
Attack: 15 / Defend: 6



Water Bug: This bug can cross water while carrying one of the bug (except the flying ones and other transports). It has a reasonably strong attack.
Attack: 10 / Defend: 4



Water Bug: This bug is a weak fighter that walks slowly on land but very quickly on water.
Attack: 4 / Defend: 2

Quick Reference

Start Game

Change Preferences

Music On/Off

Sound Effects On/Off

Help Information

Type **help** listed in your BIOS-screen

Type **Microsoft** listed in your BIOS-screen

(H)

(E)

(space)

Playing Games

Regular Play (not

Save) or (2) Speed Game

Control

(F1)

(F2)

(F3)

Battle Screen

Left/Right

Speed Bag

Speed Bag in Crowd

Cancel Current Order

Focus (1 player)

Focus (2 player) on

Team

Arrow keys or left/Right

Left-click

(Alt) Left-click

(Faster)

(F1)

(F2)

(F3)

Head To Head

Turn To On 1-3

Event Selector

Load New Campaign

New Campaign

Replace Current Battle

Reset Battle

Game DOS

Switch Video Mode

(PS/AA screen res.)

(F4)

(F5) (F6)

(Ctrl)-(Alt)-(F4)

(F7)

(F8)

(F9)

(Backspace)

(Esc) or (Esc) Exit

(F10)



Command Screen



Button



Gift Bag



Custom State



Arrow Wheel Shift



Bag



Camera Pointer



Area Map



Battle Screen



Camera Pointer



Gift Bag (pink bag only)



Gift Bag



Ordnance

Ordnance is limited and precious. To get the longest possible bang out of each weapon, find ways to get the enemy to bunch up. Then you can haul in drops of your explosives, poison, or disease, and smash the pain through the whole crowd. Naturally, the enemy will make great efforts to knock out your weapon-carrying units. Know who and where your bombers are, and predict them well they unleash their weapons.

Only units and off-bug-ers can use ordnance on the ground. Allow it escape the individual carry and drop ordnance. Individuals are airborne only. The airborne can deal ordnance from the other side and then attack with it. (Fortify, keep energy levels, and enemy deployment may.)



Bombs pack a localized impact over a good, sized area. Four or less will knock most of the stuff out of the air, but a bomb is certainly keeping you that the piling is. (Remember, explosives.)



Firecrackers are modular explosives—better than will kill smaller units.



Liberator/Demolisher bombs don't harm significantly, but will delay destruction. Use them to stall enemy ahead while you position your force. Remember—when you cut the chain, it cuts both ways.



Poison is potentially the bug and tape their energy. It is very effective against jumping or flying bugs that need energy to full effectiveness. Only the poison can survive to poison.



Rockets are rods. Simple and direct. They affect only a single target, and have more impact when thrown from a high place.



Destroyers knock down anyone from a great distance, and two or more will at least as weakened them. Find out what enemy units are carrying ordnance, and keep them to deal their attack. Better yet, knock them down over harmful units or strong defenders—the enemy will certainly try to do it to you.

Terrain

Terrain affects different bugs in different ways. Most obviously, only Glowing Beetles, Water Boatmen, and Water Bugs can cross liquids. (On the other hand, these bugs are slower on dry surfaces.) Terrain that amphibibats can be traversed only by jumping or flying bugs.

Softer, flatter, and cardboard surfaces allow top speed for fast walkers, while ponds, mud, and slow tar and other sticky stuff will dramatically affect walking speed. The conscious thing beetle walks at the same pace across any terrain. "Slowing" terrains such as water, sticky goop, or bleach are harmful to all units except the cockroach.



Food

Note: You cannot capture an undelivered food item by lifting it. Lifting it jumps it to the top of it.

Food is often the needed objective in a battle as important if not more so as taking out the enemy. Different food items have different point values. For example, a pepperoni slice is worth only one point, but a whole Big Barn Burger is worth eight.



To capture food, your troops must move into the food's "capture area" and control the item long enough to see your flag. If protected, move into food capture area, a knife and fork icon is displayed in its Status Display.

To control the food, all enemy forces must be driven from the capture area. More valuable food items take more time and/or units to control. Nearby enemies will usually drop everything else to keep you from gaining or keeping control of a valuable food item.

Strategy Hints

1. **Identify** starting situation: evaluate the battlefield. Determine the number and type of troops you have and compare them to the enemy forces. Are there commanders/bugs or any bugs with terrain or other weapons? You may want to focus your attack or defense on them. If there are food objectives, figure out which ones are the most vital in regards to point value or position. Look to see where the terrain will help or hinder the movements of your forces.

2. **Develop** a strategy to wipe out the enemy or capture the food based on the tactical scenario. Should you attack or defend? Where are the strongest enemy threats, and how will you counter them? Where can you expect the enemy attack? Can you set up traps or diversions? Should you hold back reserve forces? How many? Where? Do you need to annihilate the enemy forces, or just outmaneuver them?

3. **Assign** the enemy with your initial orders. Get your troops in position to head off or counter expected moves, or it may be too late.

4. **Monitor** the action closely and control the clock. At any time, you may click on the stopwatch or a bug or press F1 to stop the action and give or change commands. If one of your bugs ends in fight, don't act as if it's dead; their food/drink is an enemy—and it is too important to lose.

5. **Attack** in coordinated waves. Bugs can fight off only one unit at a time (except for spiders), so when ganging up on a enemy that wins the strongest defender. It's customary strategy as possible different food. Where necessary, sacrifice a bug or two to divert or delay enemy forces. Above all, keep a level head and use them.

6. **Remember**, you have the ultimate advantage — **ROSTAM BATTLE**. As heavily as they might be, your troops will spring back to life, right as ever to follow again when you get a little more experienced this time. Good Luck!



Game Credits

Original Concept

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Craig Nelson

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Mark Holmes

Programming

Dennis Caswell

Graphics and Animation

Sagehen Lewis

Mark Holmes

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Index

Attack Strength 14

Briefing 10

Battle Display 11

Begin Campaign 8

Bomb Detector 14

Bombs 17, 26

Campaign Screen 7

Changing Preferences 9

Cheese 17, 26

Commands 13-18

Command TV 12

Continue Campaign 8

Control Panel 11-14

Controls 2

Copy Protection 5

Custom Services 30

Custom Path 18

Decompress 9

Defense Strength 14

Defense Perimeter 18

Energy 14

Enslavement Screen 6

Exit Game 14

Firecrackers 17, 26

Food 26

Game Play 6

Getting Started 2

General vs. General Mode 27

Go to Commands 18

Group Commands 18

Hazardous Terrain 27

Hints 29

Impact 11

Installation 4

Life Force 14

Lindbergh Cheese 17, 26

Liquids 27

Mine's 9

Movement 16

Moss 12

Overheat 18, 26

Shield 11

Orchestra 17, 26

Path Custom 16

Peace 26

Quick Reference 25

Requirements 3

Resume Saved Campaign 8

Save 7

Scaps 17, 26

Sockets 17, 26

Secret Paths 11, 12

Save Campaign 8, 13

Stop Battle 11

Styrofoam 17, 26

Sound/Cave 3, 5

Sound Effects 47

Starting Game 5

Status Display 14

Stop 10

Strepitch 13

Storage Mode 29

Surface 27

System Requirements 3

Technical Help 30

Terrain 27

Throwing Bombs 17, 26

Time 13

Tutorial 19

Two-player Mode 27

Weapons 17, 26

